

FIRSTSPORTS

IRFU

Club House

Organisation Profile

Introduction

The Club Profile is a vital module within GMS

- 1. The Dashboard/Home Page
- 2. Edit Club
- 3. Mandatory Roles
- 4. Club House
- 5. Grounds
- 6. Welfare & Development
- 7. Teams
- 8. Events
- 9. Attachments

1. The Dashboard



The dashboard highlights some of the most pertinent pieces of information about the club, including:

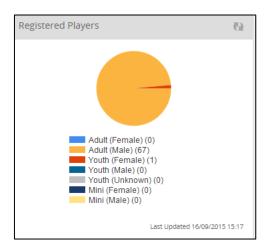
- Registered Players
- Coaches
- Main Contact Roles
- Pitches
- Pitcher Surface
- Flood Lights

The reason for the dashboards is to speed up the administration, encourage data cleansing and make it easier to find data in the system.

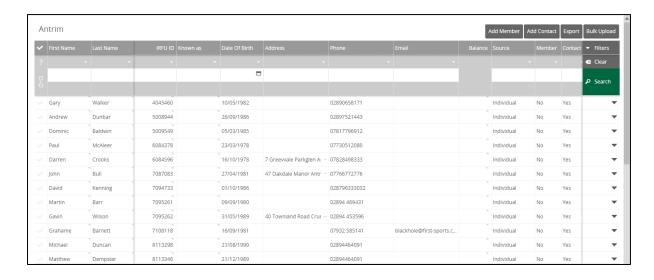
The majority of these statistics are hyperlinked, allowing for the club administrator to simply select the figure or chart and the system will redirect to display the data in its entirety.

For example:

Selecting Adult Male (67)

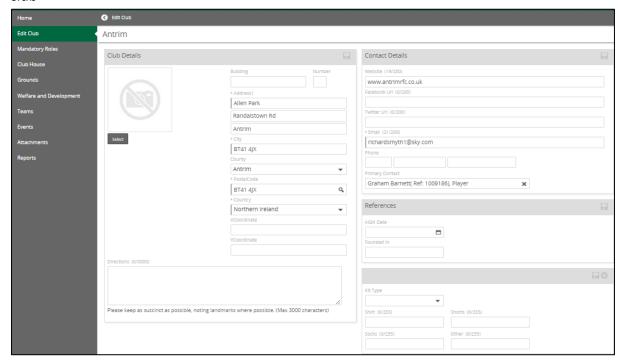


Will return the group of individuals that meet the search criteria



2. Edit Club

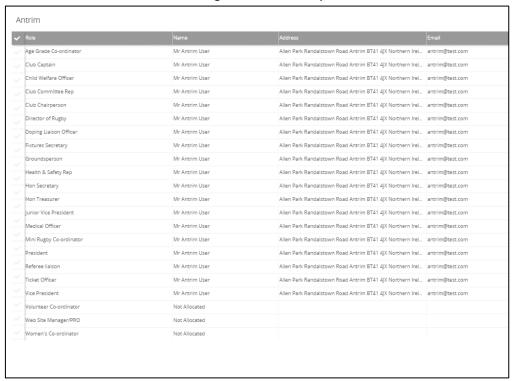
Edit Club is where the club details can be entered. The general information relating to the location, the web address, social media accounts, AGM date and date founded. Simple, easy to upload data, but vital for reporting purposes and gaining a general understanding of the club



3. Mandatory Roles

Mandatory roles are the key roles within an organisation that are considered the main points of contact within that organisation.

The grid displays all the roles that are considered mandatory. These roles will be displayed regardless of whether an individual is assigned to the role of not. Doing this demonstrates to the administrator that the role needs to be assigned to somebody



If the role is not assigned or the role needs to be reassigned to somebody else. Select the role via the tick box and select edit.



The administrator can then search the club to find the individual, if they are at the club, select the individual from the search and Save



(NOTE: If they are not at the club, they will need to be created as a new member. At the same time, the role can also be assigned via People)

4. Club House

Club house brings together the ownership details of the organisation including;

- How is the club owned
- Does it offer other sports over and above Rugby
- Are the pitches and club house one venue
- Can the club legally sell liquor
- Disabled access and facilities

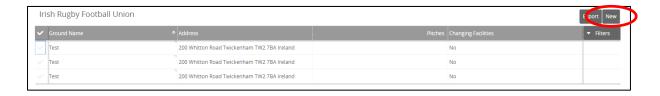
These are populated either in drop downs or tick boxes, once complete the changes must be saved.



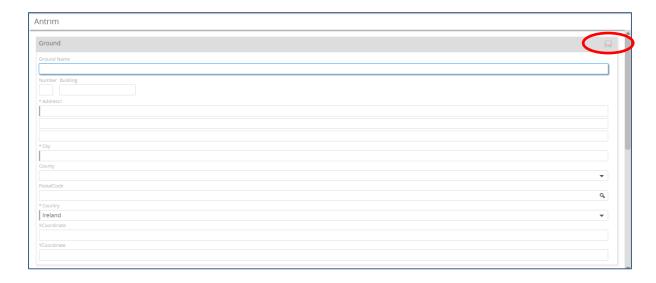
5. Grounds

Grounds enables organisations to state details relating to where they play and what playing facilities the grounds offer.

To enter a new Ground, select New



Enter Ground details and Save



Once saved, it is possible to add pitches to the Ground.

Select the ground via the tick box and edit

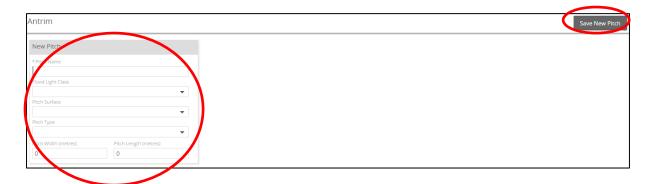


From here the ground details can be amended (if necessary)

To add pitches, select New



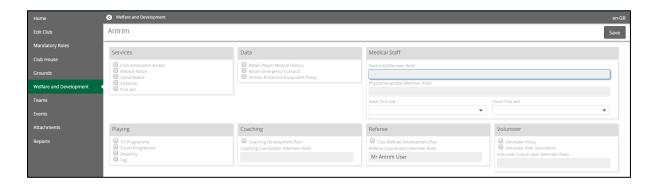
Enter the details for the pitch and Save



6. Welfare & Development

This section highlights the organisations current position when it comes to policy and procedures.

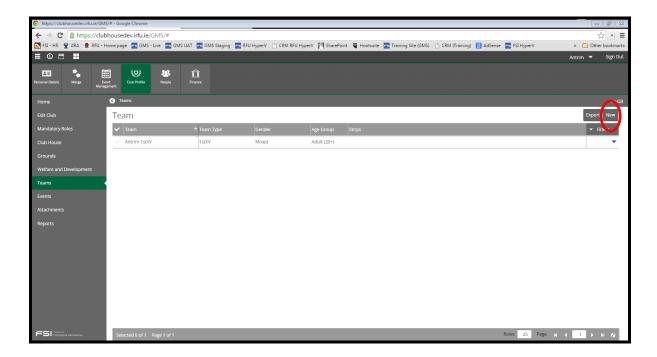
Simple tick boxes to outline if the organisation has the various policies in place. Greyed out areas are prepopulated when an individual is assigned the role via People



7. Teams

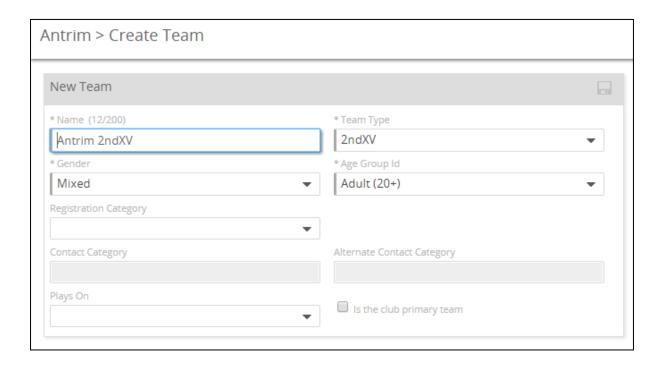
Teams outlines salient data about any given team that is active within that organisation. In order to retrieve that data, firstly the Teams must be created.

To create a new team, select New



Insert the team type and other team data will be prepopulated. It is possible to edit/amend some of this data





Once completed, save the changes and the team has been created



To edit or view Team details, expand the team via the arrow



To get core team data select the name of the team to drill through on further information



8. Events

Events enables clubs to create all the club events that are occurring through the season, be it Social, Training, Fundraising, end of season parties/dinners, AGMs. Anything can be created and viewed by club administrators.

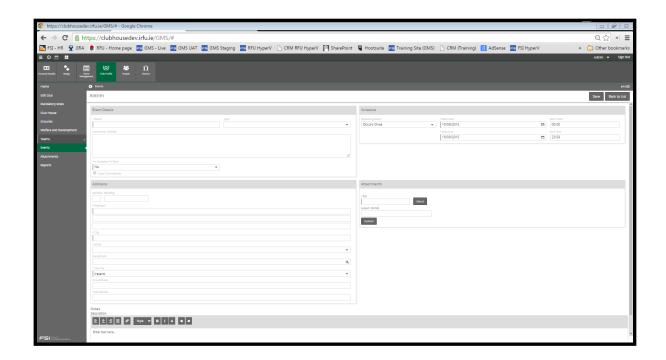
To create a new event select New



Insert the event details.

NOTE: Events can be one off or recurring events i.e. Training days throughout a season

NOTE: It is also possible to make the event "Available To Web" this is where if the NGB has the website functionality in GMS, events ticked as Yes will display their events on their website



To remove an event, select the event in question and delete



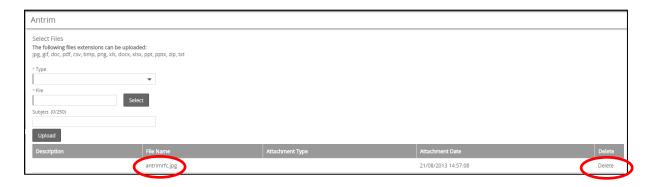
9. Attachments

Organisations will want to upload documents to the system to store securely and make available for other (signed in) individuals to view.

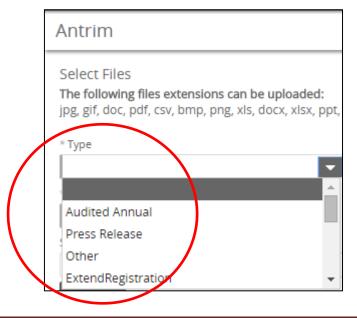
This may be accounts, meeting minutes etc.

A list of attachments will be on display (if previously entered)

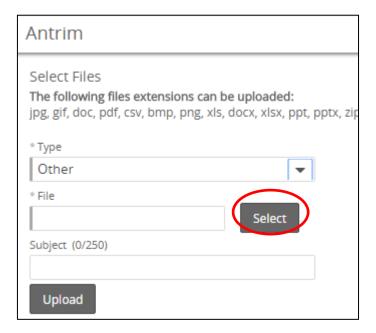
To view the existing, select the file name or to remove, select delete



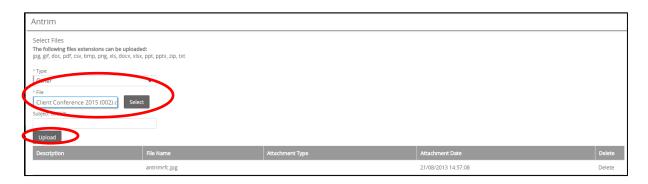
To upload a new file, select the type of file



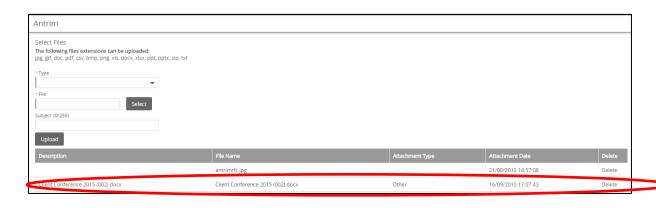
Click select to find the file on the computer



Find the file, if necessary insert a subject and upload

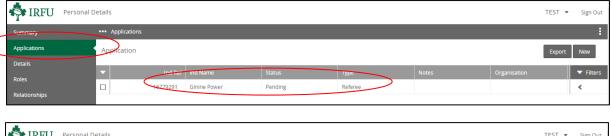


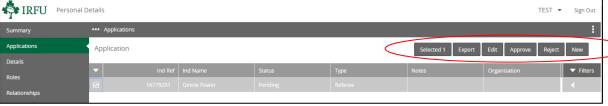
The file is now available to view



10. Applications

Logged in users can apply to become linked to any organisations associated to the IRFU. When logged in it is possible for a user to search for an organisation and apply to join. Once this application has been submitted, the organisation can view and accept or decline these applications





Approving will add the individual to the organisations People list, rejecting them will cancel their application